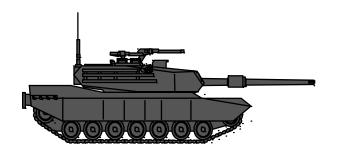




The Military Decision-Making Process

FM 101-5, Chap 5 31 May 1997



Purpose

To provide an overview of the Military Decision-Making Process per chapter 5, FM 101-5 (May 97)

- Enabling Learning Objective
- Action: Provide overview of MDMP IAW its relevance to the OTC Training
- Condition: FM 101-5 Chapter 5
- Standard: Application during MICCC
- Administrative Information
- Safety: Fire, Hydration
- Risk: Low IV-E
- Classification: Unclassified

Outline

- Decision Making
- **■**TDMP
- **■**MDMP
 - Steps 1 through 7

Battle Command: Art and Science

Battle Command:
The ability to see Future Status
The future and place Commander's

forces to assure Visualizing
Future Status

Comman

Art
Comman

Comman

Leadin

Business
Decision-Making

g

Control

Computing Requirements

Staff's Business
Scienc Monitoring
Status
Applying Means
to accomplish
CDR's Intent

Problem-Solving Process

Step 1: Recognize & define problems

Step 2: Gather facts & assumptions

Step 3: Develop possible solutions

Step 4: Analyze each solution

Step 5: Compare outcome of each solution

Step 6: Select the best solution

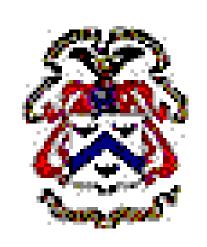
The old way... TDMP

- Based upon CGSC ST 101-5
- 3 separate processes
 - DDMP
 - CDMP
 - · QDMP
- Changed with publication of FM 101-5, May 97



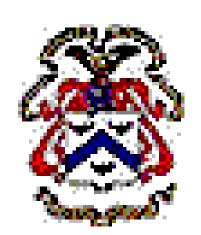
Deliberate Decisionmaking Process

- Detailed planningmost thorough approach
- Staff has time to explore full range of FCOAs/ECOAs
- DDMP stops after COA is developed into a plan



Combat Decisionmaking Process

- Rapid "close enough" solutions
- Reflects real-time events
- CDMP ongoingdesigned to maintain initiative



Quick Decisionmaking Process

- Focused on the Commander
- Staff has no time or is facing crisis
- Foundation is the DDMP, however most planning is centralized with Cdr



MDMP

Model

- 1. Receipt of Mission
 - 2. Mission Analysis
 - 3. COA Development
 - 4. COA Analysis
 - **5. COA Comparison**
 - 6. COA Approval
 - 7. Orders Production

MDMP BLUF...

- FM 101-5 (MAY 97) is the <u>doctrinal</u> source.
- The MDMP is a single, established, and <u>proven analytical technique</u>.
- The commander must follow the <u>one-third/two-thirds</u> planning rule.
- MDMP helps the commander and staff examine a battlefield situation and reach logical decisions.

MDMP BLUF...



- The commander can decide to use the <u>complete or abbreviated</u> <u>version</u>.
- Staffs should become <u>experts</u> thru training <u>on the complete version</u>.
- Incomplete execution of the MDMP is a <u>recurring deficiency</u> at the CTCs.

<u>Intelligence in the</u> <u>MDMP...</u>

- MDMP is based on <u>continuous IPB</u>, especially <u>initial IPB</u> during <u>mission</u> <u>analysis</u>.
- The <u>commander drives</u> intelligence; <u>IPB</u> is an <u>integrated staff function</u> driven by the commander.
- S-2s must <u>train their sections</u> <u>to</u> <u>conduct IPB</u> so they can coordinate closely with other staff and BOS representatives.

<u>Intelligence in the</u> <u>MDMP</u>

S-2s must:

- Understand all the BOS and how to integrate intelligence during planning, especially within the targeting process IAW FM 6-20-10.
- "Push" the staff to develop a robust and integrated R&S plan.
- "Push" the staff to integrate intel into the planning process.



MDMP Characteristics

- * Flexible
- * Continuous
- * Comprehensive
- * Focused on the future

Either Complete or Abbreviated Proc

Complete MDMP

ADVANTAGES...

- Multiple ECOAs/FCOAs
- Synchronization
- Coordination
- Results in OPORD or OPLAN

Complete MDMP

DISADVANTAGES...

TIME CONSUMING!!

<u>Military Decision-Making</u> Process



Mission Receipt Details

- Mission comes from higher headquarters or is <u>derived</u> from an ongoing mission
- XO issues a WARNORD to the staff
- The staff immediately prepares for mission analysis (SOP preparation)
- Commander and staff do a quick initial assessment with emphasis on an <u>initial</u> allocation of available time.
- Commander issues initial guidance; G3/S3 issues WARNORD to subordinate units

<u>Mission Receipt Intelligence</u> <u>Tasks</u>

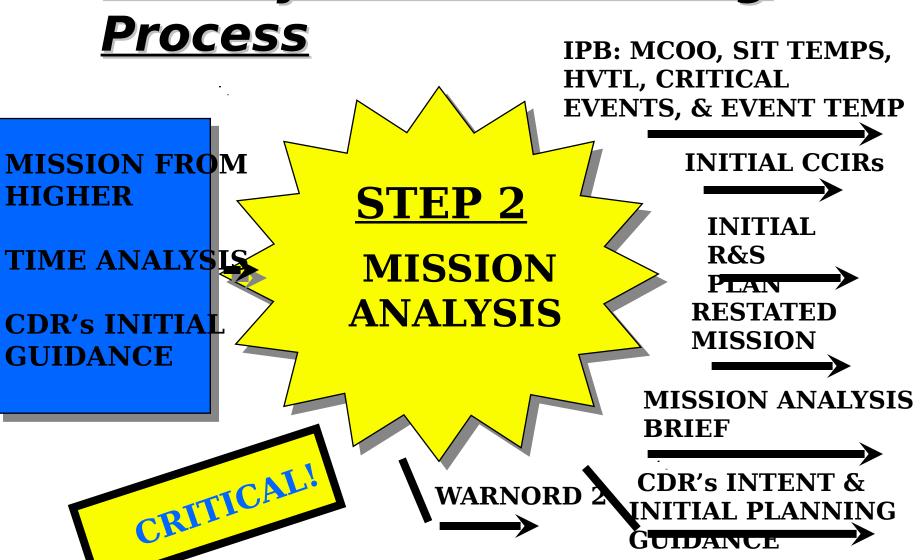
- Collaborate With Higher! IPB, etc.
 - Parallel planning critical to success
- Look for intelligence gaps (higher ISM)
- Proactive Weather, MCOO, Light, Terrain Products (standard products)
- Focus on Time Management

<u>Mission Receipt Lesson's</u> <u>Learned</u>

- Parallel planning
- Warning orders!
- SOPs
- Initial allocation of time



Military Decision-Making



Mission Analysis Details....

- Analyze the higher HQ order.
- Conduct Initial IPB
- <u>Determine</u> specified, implied, and essential <u>tasks</u>
- Review <u>available assets</u>
- Determine Constraints
- ID <u>critical facts</u> and <u>assumptions</u>
- Conduct <u>risk assessment</u>
- Determine initial CCIR

Mission Analysis Details

- Determine <u>initial reconnaissance</u>(S2)
- Plan use of <u>available time(XO)</u>
- Write the restated mission (S3)
- Conduct a Mission Analysis Briefing (staff)
- Approve restated mission (CDR)
- Develop initial <u>Cdr's Intent (S3)</u>
- Issue <u>Cdr's guidance(CDR)</u>
- Issue warning order (S3)

<u>Msn Analysis Intelligence</u> <u>Tasks</u>

- Determine Al
- Help ID Initial PIR
 - Who helps?
- Initial EEFI/OPSEC req's w/S-3
- MCOO--OCOKA (Refined)
- Assumptions--ECOA, EBOS Activities, Enemy intent

<u>Msn Analysis Intelligence</u> <u>Tasks</u>...

- Initial SITEMPs
- Initial Event template & Matrix
- ID Center of gravity?? (how many?)
- HVTs
- G2/S2 portion of the Msn Analysis Brief
- Initial R&S plan
- Intel Annex

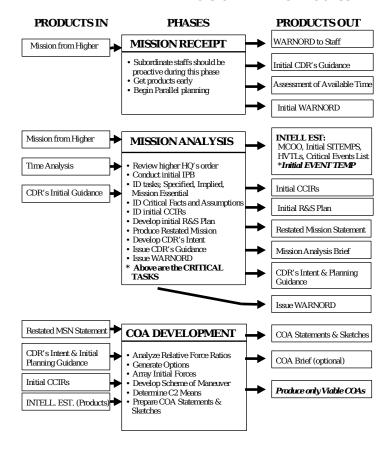
<u>Msn Analysis Intelligence</u> <u>Tasks</u>

- RFIs to higher based on gaps
- Develop as many ECOAs as possible
- Implement highers Coll Plan
- Use higher's ISM to identify wich collectors can help you

<u>Msn Analysis Lesson's Learned</u>

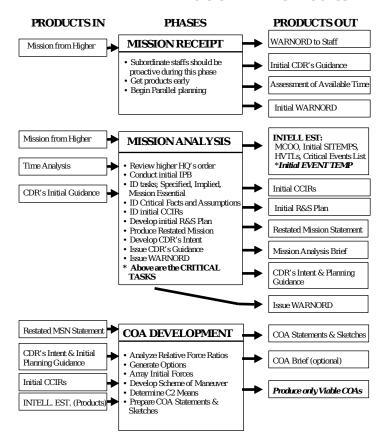
- Time management!
- Staff take notes!
- Cdr- sketch initial concept of the op
- Staff needs to back-brief the boss; make sure of intent

THE MILITARY DECISION MAKING PROCESS



What intelligence products are developed during Mission Analysis?

THE MILITARY DECISION MAKING PROCESS



<u>Military Decision-Making</u> Process

RESTATED MISSION

CDR's INTENT & INITIAL PLANNING GUIDANCE

INITIAL CCIRS

IPB PRODUCTS



COA Development Details

- Analyze relative combat power
- Generate options (FCOA for each ECOA)
- Array Initial forces
- Develop the Scheme of Maneuver
- Assign headquarters
- Prepare COA statements and

sketches

<u>COA Development Intel</u> <u>Tasks</u>

- Refined SITEMPS
- Refined Event templates
- Initial EWTL
- Ensure S-3 uses IPB facts, assumptions, and products during FCOA development
- Key on threat vulnerabilities
- Determine threat COFM
- Think/support deception

COA Dev. Lesson's Learned

Incomplete COAs

A Complete Course of Action includes:

-Who: Generic Task Org

-What: Type of Action

-When: Time

-Where: Location of Sector or Zone

-How: Method

-Why: Commander's Intent

MUST MEET FEASIBILITY, ACCEPTABILITY, SUITABILITY, DISTINGUISHIBILITY, AND COMPLETENESS TEST

What Intelligence Products ar developed during COA Development?

<u> Military Decision-Making</u>

Process

REFINED COAs (FCOA &

APPROVED COASTATEMENTS & SKETCHES

UPDATED CCIR

UPDATED IPB PRODUCTS

STEP 4

COA
ANALYSIS
(WAR GAME)

DST & BOS SYNCH MATRIX (PER WAR GAM

UPDATED
COLLECTION PLAN

TGTING PRODUCT HPTL, AGM, TSS (PER WAR GAME)

REFINED EVENT TEMP

FCOAs + & - (BASED ON EVALUATION CRITERIA)

<u>COA Analysis (Wargame)</u> <u>Details</u> <u>Cather the tools</u>

- List all friendly forces
- List known assumptions
- List known critical events and DPs (include HVTL)
- Determine evaluation criteria
- Select wargame method
- Select a method to record and display the results
- Wargame the battle and assess the results

COA Analysis (Wargame) Details First time doctrine truly integrates and synchronizes IPB, Collection Management & the Targeting Process in the development of the Wargaming Process.

• Recording Tools:

- BOS Sync Matrix
- Decision Support Template
- Intelligence Sync Matrix
- Targeting Sync Matrix
- Slant Chart
- Decision Matrix Work Sheet

COA Analysis (Wargame) Results BOS Sync Matrix

- ID tasks of each level
- Estimated duration of each critical event and entire Operation
- ID requirements for CS & CSS support
- Develop synchronized plans/graphics for each BOS
- Movement times and tables

COA Analysis (Wargame) Results BOS Sync Matrix / DST

- Refined COAs (branches and sequels
- Location/time of Decisive Point
- ID loc and commitment of reserve
- Determine timing for force concentration and initiation of atk or cntr atk
- ID additional hazards and develop cntrl measures to reduce risk; determine residual risk
- Refined enemy event template

COA Analysis (Wargame) ResultsCollection Management / ISM

- Finalize CCIR and IR w/LTIOV
- Develop collection/dissemination plan and finalized R&S Annex
- ID/confirm Decision Pts, NAIs, TAIs, and info needed to support decision pts

Targeting Process / TSM

- Integrating the targeting process, including the ID and confirming of HPTs and determine attack guidance
- Synchronized smoke operations

COA Analysis (Wargame) Results Slant Chart

- Projected %enemy forces defeated for each critical event
- Projected % friendly losses
- Decision Matrix Work Sheet
 - ID strengths/weaknesses of each COA

<u>COA Analysis (Wargame)</u> <u>Results</u> Additional Results

- ID critical events
- ID most dangerous ECOA
- ID key/decisive terrain and how to use it
- Determine req's for deception and

surprise

- ID likely enemy use
- Refine C2 req's
- ID loc of Cdr and CF
- Refined Task org

COA Analysis Intel Tasks

- PIR W/LTIOV
- The Collection Plan!
- Determine/confirm threat C.O.G.
- Final SITEMPs, EWTLs
- Wear both red and blue hats during wargaming:
 - ID DPs, project losses, actions/reactions
 - ID/confirm NAIs, TAIs
- Ensure HPTs, AGM, TSS apply to ECOA
- Ensure collection capabilities!

COA Analysis Lesson's Learned

- Follow the Rules of Wargaming
- Remain Unbiased
- Entire Staff Needs to Participate
- S3 and S2 must come to the wargame with a good understanding of the entire fight
- S3/S2 huddle prior to wargame reduces time needed

What Intelligence products are developed during COA Analysis?

<u>Military Decision-Making</u> <u>Process</u>

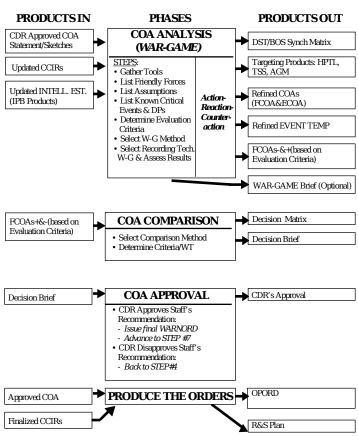


<u>COA Comparison Intel</u> <u>Task</u>

- Final Intel Estimate
- Intel input to DECMAT
- Intel Decmat for app 1 to annex B

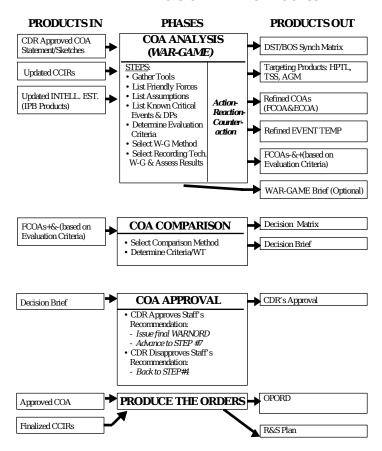
COA Comparison Lesson's Learned THE MILITARY DECISION MAKING PROCESS

- Use Decmat That Uses CDR's Intent, Guidance, Critical Events, Etc., As Criteria
- Quantify Criteria
- Entire Staff Needs to Participate



What Intelligence products are developed during COA Comparison?

THE MILITARY DECISION MAKING PROCESS

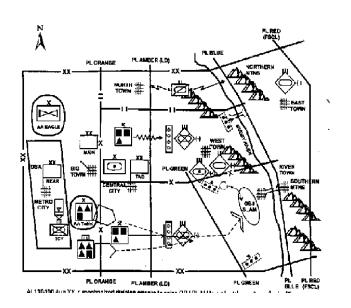


<u>Military Decision-Making</u> <u>Process</u>

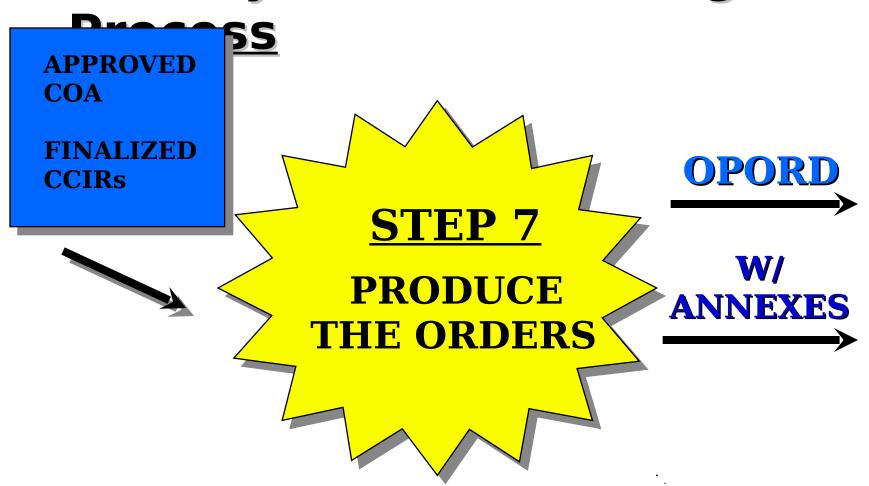


COA APPROVAL INTELLIGENCE TASKS

- IPB Continues
- CollectionManagementContinues
- Targeting Process Continues
- Target meetings start

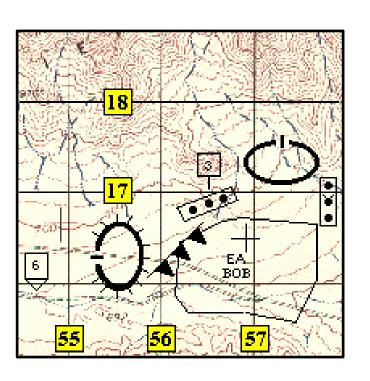


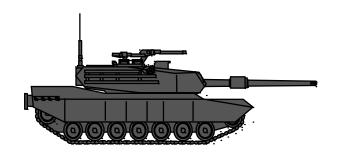
Military Decision-Making



STEP 7 INTELLIGENCE TASKS

- ANNEX B
- ANNEX B APP 1
- ANNEX L (R&S)
- ANNEX P (C2W)
- ANNEX S (DECEPTION)
- ANNEX T (EW)







EXECUTE

THEN GET READY TO ADJUST FIRE!!

FM 101-5...

- Revolutionizes Wargaming by Synchronizing IPB, Collection Management & Targeting
- MDMP Works Best with "Integrated" Staff!
- IPB is the Foundation!!!!
- R&S is Everyone's Business!

QUESTIONS?

